

## AMENDMENTS TO THE SPECIFICATION

Please replace the Title as follows:

-- Intelligent Button For A Gaming Machine Having A Player Time Selectable Bonus Award Scheme And An Intelligent Button --

Please replace the Abstract as follows:

-- A game button includes an enclosure in which are mounted at least one variable display, a sensor, a memory, and any other components of the game button. The variable display is capable of presenting a plurality of images thereon. The memory is communicatively coupled with the variable display, is adapted to store information for producing the plurality of images presented on the display, and is physically located between the variable display and the sensor. ~~The present invention is a gaming machine having a player time selectable bonus award scheme whereby the player may redeem, at a time of the player's choosing winning outcomes accrued during base game play. Redemption of each of the accrued winning outcomes is accomplished when a player selects an option to display a winning symbol combination associated with the winning outcome. Selection of the option to display the winning symbol combination associated with the winning outcome always yields an award and sometimes yields another winning outcome, again redeemable at a time of the player's choosing. A counter display on an intelligent button of the gaming machine increments a number as each winning outcome is accrued, and decrements the number as each winning outcome is redeemed. Thus, a second game may be initiated before a first game is complete.~~ --

Please replace paragraph 0047 as follows:

-- [0047] For example, FIG. 14 illustrates a front view of a game button 76 according to an embodiment of the invention. The game button 76 may be used for base or bonus game play. The game button 76 includes a moveable button portion 78 surrounded by a fixed bezel portion 80. The button portion 78 is configured with the counter display 72 and the feature name 74. A button chassis 86 (discussed below) having a raised perimeter edge forms the bezel portion 80 of the game button 76. The button portion 78 moves linearly in response to player selection of the game button 76. The feature name 74 is preferably included as part of a legend plate 92 85 having fixed

button artwork (discussed below). In the illustrated example, each of the button portion 78 and the bezel portion 80 has an independent illumination source to provide variable and independent lighting patterns (“animation”) before, during and after game play. --